GAME BOY ADVANCE™

F-ZERO™

GP LEGEND

INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES
MANUALE DI ISTRUZIONI

IMPORTANT: Please carefully read the separate Consumer Information and Precautions booklet included with this product before using your Game Boy Advance™, Game Pak, or accessory. The booklet also contains important warranty and hotline information.

WICHTIG: Bitte lies die beiliegenden Verbraucherinformationen und Warnhinweise sehr sorgfältig durch, bevor du deinen Game Boy Advance™, dein Spielmodul oder Zubehör in Betrieb nimmst. Dieses Heft enthält wichtige Informationen zur Garantieleistung und zur Nintendo Konsumentenberatung.

IMPORTANT: Lisez attentivement les Informations Consommateurs et les Précautions d'Emploi incluses avec ce produit avant toute utilisation de votre Game Boy Advance™, d'une cartouche de jeu, ou d'un accessoire. Ce livret contient également des informations sur la garantie et sur le Service Consommateurs.

BELANGRIJK: lees, voordat u de Game Boy Advance™, de spelcassette of het accessoire gebruikt, aandachtig de apart bijgesloten consumenteninfomatie en voorzorgmaatregelen door. Deze handleiding bevat belangrijke informatie met betrekking tot de garantie en de Nintendo helpdesk.

IMPORTANTE: lee con atención el manual de precauciones e información al consumidor que se incluye con este producto antes de utilizar la consola, un cartucho de juego o un accesorio Nintendo®. El manual también contiene información importante sobre la garantía y la línea de atención al cliente.

IMPORTANTE: Prima di utilizzare il Game Boy Advance™, le cassette di gioco o gli accessori, leggere attentamente il Libretto di Avvertenze e Precauzioni per i Consumatori accluso. Il libretto contiene anche importanti indicazioni sulla garanzia, l'assistenza e il servizio informazioni.

VIKTIGT: Innan du använder Game Boy Advance™, spelkassetter eller tillbehör bör du läsa igenom medföljande konsument- och säkerhetsinformation noga. Broschyren innehåller även viktig information om garanti samt telefonsupport.

VIGTIGT: Læs venligst det medfølgende hæfte om Kundevejledning og Sikkerhedsregler nøje, inden du tager din Game Boy Advance™, spillekassette eller dit tilbehør i brug. Dette hæfte indeholder også vigtig information om garanti, samt oplysninger om vores hotline.

TÄRKEÄÄ: Lue huolellisesti tuotteen mukana toimitettu kuluttajatietoa ja varoituksia sisältävä opas ennen Game Boy Advance™, pelikasetin tai lisävarusteen käyttöä. Oppaassa on tärkeää tietoa teknisestä tuesta.

VIKTIG: Vennligst les nøye gjennom den separate brosjyren Forbrukerinformasjon og forholdsregler som leveres sammen med dette produktet, før du tar Game Boy Advance™, Game Pak eller tilbehøret i bruk. Brosjyren omfatter også viktig informasjon om telefonhjelp.

Thank you for selecting the F-ZERO™: GP LEGEND Game Pak for the Nintendo® Game Boy Advance™ System.

Merci d'avoir choisi le jeu F-ZERO™: GP LEGEND pour la console de jeu Nintendo® Game Boy Advance™.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Always save this book for future reference.

Wir schlagen vor, dass du dir diese Spielanleitung gründlich durchliest, damit du an deinem neuen Spiel viel Freude hast. Hebe dir dieses Heft für späteres Nachschlagen auf.

Nous vous conseillons de lire attentivement le mode d'emploi avant de commencer à jouer afin de profiter pleinement de votre nouveau jeu! Gardez ensuite le manuel pour vous y référer plus tard.

Lees deze handleiding goed door om zoveel mogelijk plezier van dit spel te hebben en bewaar hem ook om er later iets in op te zoeken.

Lee el manual de instrucciones en su totalidad para poder disfrutar al máximo de tu nuevo juego. Por favor, guárdalo como referencia.

Leggere attentamente questo manuale di istruzioni per poter trarre il massimo divertimento dal gioco. Conservarlo come riferimento.

Läs noga igenom instruktionerna innan du börjar spela och spara häftet för framtida bruk.

Læs venligst den medfølgende folder nøje for at sikre dig, at du behandler dit nye spil korrekt. Gem folderen til senere brug.

Lue nämä käyttöohjeet huolellisesti, niin nautit pelistäsi varmasti. Säästä vihkonen vastaisuuden varalle.

Vennligst les instruksjonen nøye for å oppnå full utnyttelse av spillet. Ta vare på boken til senere bruk.

CONTENTS / SOMMAIRE

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F-ZERO Prologue

Long ago, Rick Wheeler used to be a detective. Back in 2051 he suffered an incurable wound in the course of his work, and was put into cryogenic suspension. 150 years later he was retrieved and revived by the Galaxy Mobile Platoon, a secret unit of the Intergalactic Police. It's their job to monitor the evil men and criminal organizations swarming like flies around the high prize-money and rights to the F-ZERO Grand Prix. Rick is still hazy about the life he has lost. However, the evil mastermind Zoda who was behind his 'accident' 150 years ago has now also been revived, and is once again active behind the scenes of F-ZERO. As soon as Rick discovers this, he realizes he has to co-operate with the GMP. It is no longer just a question of winning races: he now has to fight to rid himself of his nemesis from his past.

Basic Controls

Controls during a Race

L Button
Drift left
Press twice for side attack
Pressing the L and R Buttons simultaneously fires the boosters (only after first lap)

+ Control Pad
→ Turn right
← Turn left
↓ Maintain speed after jump

R Button
Drift right
Press twice for side attack
Pressing the L and R Buttons simultaneously fires the boosters (only after first lap)

A Button
Accelerate

B Button
Brake

START
Pause race (you can quit from the **Pause Screen**, see page 10)

SELECT
Not used

You can customize these controls via the **Options Screen**. For details see page 15.

Booster

Only available from lap two of each race. Press the L and R Buttons at the same time to get an additional burst of speed.

NOTE: This does use up some of your energy.

Side Attack

Press either the L or R Button twice in succession while racing to make your machine slide sideways and hit another player. You can damage other machines this way without damaging your own.

Jump

You will jump when you pass over a jump plate! However, if you don't want to take damage from a heavy landing, press down on the ✚ Control Pad as you touchdown.

General controls when not racing

|	
A Button:	Confirm selections
B Button:	Cancel selections and return to the previous screen
✚ Control Pad:	Make menu selections
A Button + B Button + START + SELECT:	Reset the game

Starting the Game

Insert the F-ZERO™: GP LEGEND Game Pak into your Game Boy Advance™ and switch it ON. The **Language Selection Screen** will appear. Choose one of the five available languages. Move the cursor by pressing up and down on the ✚ Control Pad and confirm your choice by pressing the A Button. Once the **Title Screen** appears, press START.

Name Entry

The **Player Selection Screen** appears next. You can store data for up to two player names.
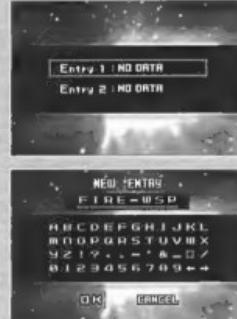
Selecting NO DATA and pressing the A Button, will take you to the **New Entry Screen**. Enter your name using the ✚ Control Pad and the A Button, then select OK to confirm.

Player Selection

Once you have finished entering your name, you'll find yourself back at the **Player Selection Screen**. Now you can select your name and press the A Button to confirm.

The **Main Menu Screen** appears next. Select the type of game you want to play, and press the A Button to confirm. At the beginning you'll only be able to choose from STORY, GRAND PRIX, OPTIONS and LINK, but other modes will become available as you progress through the game.

See page 10 for details of the various modes available.
See page 15 for details of the available options.

This game has an auto-save feature, which automatically saves your data every time you complete a race.

Deleting all data

If you hold down the L and R Buttons when switching your Game Boy Advance system ON, the **Data Deletion Screen** shown on the right appears. To delete all saved data, select YES and press the A Button to confirm.

Delete all data?

YES no

Deleting data for individual names

If you want to delete all the data for a particular player name, select this name from the **Player Selection Screen**, and press SELECT. CLEAR? will appear at the lower left of the screen. If you select OK and press the A Button to confirm, the data will be permanently deleted.

Warning: It is impossible to retrieve data once it has been deleted. Be careful that you do not delete it accidentally!

Racing Screen

POWER Meter
This shows your machine's remaining energy. Each time you are damaged it decreases slightly.
If you suffer damage when your energy level is already at zero, your machine will blow up. This means you have to retire from the race. You can replenish your energy by entering Pit Areas around the race circuit.

Pit Area

Don't forget that you can use your booster for an instantaneous burst of speed at any time from the second lap onwards. This does however use up energy, so remember to recharge in a Pit Area.

SPARE MACHINE
Shows how many machines you have left.

Position

Laps remaining

Circuit Map

Time

No. of attacks
Shows the number of rivals you have forced to retire.

Speedometer

Rival check mark
Displayed when a rival approaches you from behind, so you can check their position.

Circuits contain a variety of special features. Take care when driving, as some of these can damage your machine!

Jump Plate	Dash Plate	Rumble Strip	Mine Field

Pause Screen

Pressing START during a race pauses the game. If you want to quit, select GIVE UP and press the A Button to confirm. Then when RETRY? is displayed, select NO and press the A Button to confirm.

Game Modes

STORY

This mode allows you to read chapters of the story as you work your way around the various race circuits. You have to meet certain conditions in each chapter in order to clear the round and move on. If you don't manage to meet the conditions, you lose the game.

Choose which of the eight characters you want to play in the **Story Mode**. At first you can only choose Rick Wheeler, but other characters become available as you progress through Rick's story. A line appears when you select each character to show you roughly how far you've got through their story.

Next choose the chapter you want to play with that character. Each planet offers different chapters of the pilot. You can revisit planets you've already completed at any time. If you do well in a particular chapter, you may even win some prize money. The **Chapter Selection Screen** shows you how much money you've earned so far. When you choose a chapter to play, OK? will appear. Select YES and then press the A Button to confirm.

The **Story Screens** then appear, one after another. Press the A Button to read through the messages in that chapter.

GRAND PRIX

This mode pits you against 29 computer-controlled rivals, making a total of 30 machines fighting for the top overall position on the leader board.

Grand Prix Mode has three levels of difficulty:

NOVICE CLASS:	easy
STANDARD CLASS:	normal
EXPERT CLASS:	hard

Select the level you want to play and then press the A Button to confirm.

Next, select the cup you want to play for, and confirm your choice by pressing the A Button. When you start you'll only be able to choose between BRONZE CUP, SILVER CUP and GOLD CUP, but if you complete each of these cups in Standard class or above, the hidden PLATINUM CUP will become available too.

Next choose the machine you want to race with, and press the A Button to confirm. The number of machines you can choose from increases as you progress through the Grand Prix races (the same applies to **Story Mode**).

Information on the planet, circuit name and layout etc. is displayed at the beginning of each race.

Now it's time to set up your machine. Move the slider right or left along the bar to decide if you'd rather have greater acceleration or a higher top speed, then confirm.

Once setup is complete, the race begins!

After the race is over, the leaderboard appears showing each driver's position and points won.

RETRY? appears on the **Result Screen** if you did not manage to complete the race.

Choose YES to continue the race, or NO to play in a different mode.

NOTE: Race times are not saved in **Grand Prix Mode**.

Grand Prix Rules

- Each race has five laps to decide the pilots' positions. You need to complete all the races and win the cup to clear the round.
- Points are added to your score after each race, depending on which position you achieved.
- The winner is the pilot with the highest number of points after all the races have been run.
- Even if you crash, the game is not over provided you still have a spare machine.
  (The game is only over if you crash and have no spare machines left.)

TIME ATTACK

In this mode you aim to beat the record for the best total time and fastest lap. As in the **Grand Prix Mode**, Time Attack races last for five laps. You can choose any race circuit you have already played in **Grand Prix Mode**. You can also select the same machines as in **Grand Prix Mode**.

NOTE: A special Championship Racetrack appears once you satisfy certain conditions.

The **Race Result Screen** appears after each round of TIME ATTACK. The top five overall times and the single fastest lap time are recorded.

If you manage to beat the best overall time, you can save a ghost (only one per Game Pak). Use the R Button to switch the ghost ON or OFF when selecting a racetrack.

This lets you practise racing on any race circuit you choose. You can specify the number of laps, number of rival cars, and also the level of difficulty (provided you have specified a certain number of rival cars).

The race circuits and machines you can choose are the same as in **Time Attack Mode**.

ZERO TEST

You can use this mode to do a time attack on just one section (shown in red on the screen) of a racetrack in **Story Mode** or **Grand Prix Mode**.

First choose the degree of difficulty from the four classes S/A/B/C, and confirm this by pressing the A Button. At the start you'll only be able to choose CLASS C. Once you've made it through in CLASS C, you become able to choose CLASS B, and so on.

There are twelve tests in each class. The circuit, machine and target time are fixed for each test.

Warning: In Zero Test Mode you cannot change any options with your machine.

Choose the test you want to tackle, using the + Control Pad, then confirm by pressing the A Button. The test will start immediately.

The results are displayed as soon as the test is over. Three target times are specified for each test – if you beat any of them, the square for that test displays the corresponding cup (GOLD CUP, SILVER CUP or BRONZE CUP).

OPTIONS

Use OPTIONS to customize your controls, to switch the background music ON or OFF and change the language.

Select the item you wish to change using up and down on the + Control Pad, then press the A Button. Change the settings using the + Control Pad, and press the A Button again to return. Finally, end setup by selecting OK and confirming your selection with the A Button.

NOTE: If you find you can't perform the manoeuvres shown on page 5 during a race, it could be, because the button settings have been changed. Returning the settings to their defaults should enable you to race as shown on page 5.

Button Setting	Default
ACCELERATE	A
BRAKE	B
BOOST	+
SIDE ATTACK	or

Change the language by pressing left and right on the + Control Pad.

LINK

Link Mode lets you engage others in a multi-player contest using a Game Boy Advance Game Link™ cable.

VS. SINGLE-PAK

You can use a single Game Pak to do battle between 2–4 players.

NOTE: In this mode you are limited to one racetrack and a single type of machine.

If Player 1 selects VS. SINGLE-PAK and then confirms this choice, an **Entry Confirmation Screen** will appear on Player 1's screen. Player 1 should then check the number of entrants, and press START when the PRESS START message appears.

NOTE: All the other players' Game Boy Advance systems will still show the startup Game Boy Advance logo.

The **Data Transfer Screen** then appears on all players' screens. It will take a while for all the data to be transferred.

If data transfer fails

If there is a problem with the data transfer, the **Data Transfer Error Screen** appears. Check the cable connections, and restart the procedure from the beginning.

If the data transfer is successful, PRESS START will appear on Player 1's screen. When this player presses START, the **Machine Confirmation Screen** will appear on all players' screens. Your machine is the one rotating on your screen. Player 1 then presses START, and the **Racetrack Screen** appears.

When the **Racetrack Screen** has appeared, Player 1 presses START and the race is on. Each race lasts for five laps just as in **Grand Prix Mode**, but in this mode the game is never over even if you crash – you simply start again from roughly the same place.

VS. MULTI-PAK

This mode allows 2–4 players to go head to head. You need one Game Pak per player. All players need to select VS. MULTI-PAK and then confirm their choice by pressing the A Button. As each **Entry Confirmation Screen** appears, check the entry names and the number of entrants. Press START when OK is displayed on Player 1's screen.

NOTE: If the wrong number of entrants is displayed, check all the Game Boy Advance Game Link cable connections, and restart the procedure from the beginning.

The **Machine Selection Screen** will appear next. Each player should select and confirm their own machine. When playing a two or three player game you also have to select and confirm the machine(s) that will be controlled by the computer. When PRESS START appears on Player 1's screen, press START.

The **Cup Selection Screen** then appears, and as soon as one of the players has chosen which cup to play for the next screen will be shown.

One of the players needs to choose the circuit when the **Circuit Selection Screen** appears. The race itself begins as soon as a circuit has been chosen.

NOTE: You cannot select race circuits which you have not completed in **Grand Prix Mode** (but you can select any circuit which at least one of the players has completed). Each race lasts for five laps just as in **Grand Prix Mode**, but in this mode the game is never over even if you crash – you simply start again from roughly the same place.

Playing Multi Game Pak play and Single Game Pak play

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE GAME LINK™ CABLE (Model No.: AGB-005).
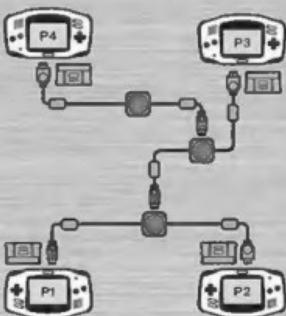
Necessary Equipment

Game Boy Advance systems:..One per player
Game Paks – Multi Game Pak play: ....One per player
– Single Game Pak play: ....One Game Pak
Game Boy Advance Game Link cables: ....Two players: One cable
....Three players: Two cables
....Four players: Three cables

Linking Instructions

Multi Game Pak play:

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Paks into the individual Game Pak slots.
2. Connect the Game Boy Advance Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn the Power Switch on each game system ON.
4. Now, follow the instructions for Multi Game Pak play.

• When playing with only two or three players, do not connect any game systems that will not be used.
• The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.
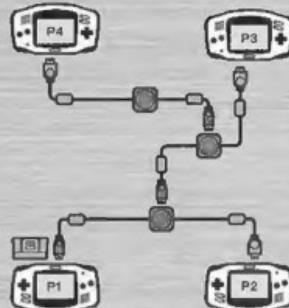
Game Boy Advance systems and Game Boy Advance Game Link cables

Consult the diagram when connecting Game Boy Advance Game Link cables to Game Boy Advance systems. (Note that the small connector is purple and the large connector is gray.)

Single Game Pak play:

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Pak into Player 1's Game Pak slot.
2. Connect the Game Boy Advance Game Link cables.
3. Making sure to insert the small purple connector into Player 1's game system and the large gray connectors into the other game systems, insert the Game Boy Advance Game Link cables into the External Extension Connectors (EXT).
4. Turn each system's Power Switch ON.
5. Now, follow the instructions for Single Game Pak play.

• When playing with only two or three players, do not connect any game systems that will not be used.

Game Boy Advance systems and Game Boy Advance Game Link cables

Consult the diagram when connecting Game Boy Advance Game Link cables to Game Boy Advance systems. (Note that the Game Pak and the small, purple connector go into Player 1's game system.)

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

• When you are using any cables other than Game Boy Advance Game Link cables.
• When any Game Boy Advance Game Link cable is not fully inserted into any game system.
• When any Game Boy Advance Game Link cable is removed during the transfer of data.
• When more than four Game Boy Advance game systems are linked.
• When any Game Boy Advance Game Link cable is incorrectly connected to any game system.
• When the Game Pak is inserted into any system other than Player 1's Game Boy Advance (Single Game Pak play).

Advanced Techniques

You can use lots of different techniques in F-ZERO: GP LEGEND. Here are a few which should help you become a better pilot – see if you can master them!

Blast Turn

If you release and then floor the accelerator, the 'kick' of the ignition gives your machine an added momentary boost. This is very useful when cornering or if you lose your balance.

NOTE: You can use Blast Turns to get around tight corners at high speed. You need to try this out, however, as the timing varies from one machine to another.

Rocket Start

Flooring the accelerator (i.e. holding down the A Button) during the countdown before a race warms up the engine and allows you to shoot away like a rocket.

NOTE: The best time to floor the accelerator varies from machine to machine. Do it too early and the engine may overheat, which results in a slower getaway.

Long Jump

If you press down on the + Control Pad during a jump, the machine's nose will rise and the added lift will help you achieve a longer flight. On some circuits you can even use this to take a short cut.

Characters & Machines

Rick Wheeler

The pilot who was revived in 2201 after a 150-year sleep. Look out for him in various settings, not just the F-ZERO Grand Prix.

Dragon Bird

The newest model of F-ZERO machine, built using all the latest technology at the Intergalactic Police's disposal. An easy-to-use all-rounder, it still has the potential to respond to tough handling by expert pilots.

Captain Falcon

A figure shrouded in mystery. Many believe he is more than a mere bounty hunter. Someday we may find out what lies behind the mask...

Blue Falcon

A very popular blue machine which symbolizes the appeal of the F-ZERO Grand Prix. It has won countless races, thanks to being fine-tuned by its owner, the bounty hunter Captain Falcon. Its handling, grip and acceleration are beyond par, in perfect equilibrium. Highly recommended!

Jody Summer

Leader of the Galaxy Mobile Platoon. Normally quite strict with the members of her squad, but occasionally her feminine side shows through too. It was she who arranged for Rick to be revived as an F-ZERO pilot.

White Cat

This machine's elegant yet aggressive form seems just like Jody herself. It may lack a little booster power and body strength, but its amazing grip more than compensates.

Jack Levin

The girls' favourite pilot. Rick's rival as well as his friend. Often gets told off by Jody!

Astro Robin

A little low on booster power, but its body and grip characteristics are excellent, and on some circuits it can even outdo the Dragon Bird. But as Jack himself is a bit of an oddball, he often makes mistakes – so it seldom makes it home first.

Samurai Goroh

A notorious bandit who roams the galaxy from his base at Red Canyon. Somehow he seems to have decided that Captain Falcon is his rival.

Fire Stingray

Its best features are a strong body and powerful grip, but its acceleration and booster power are not so hot. Once up to speed, though, its top speed is probably second to none.

Lisa Brilliant

Samurai Goroh's wife – even he does what he's told when she's around! Goroh has many followers, but it's a safe bet that many of them joined his gang because of her.

Panzer Emerald

Just the machine for Lisa Brilliant, whose driving techniques are the envy of many pilots. Its basic characteristics are similar to those of Goroh's Fire Stingray, and even better in some areas, but it does need skilful handling.

Zoda

A criminal mastermind, brought back from the past by the Black Shadow. He and Rick go back a long way...

Death Anchor

A modified inter-planetary ballistic missile, which Black Shadow stole from the Intergalactic Police. Its booster power is as formidable as you'd expect, but correspondingly, its body is undeniably weak. It is still loaded with a detonator because of its origin, but nobody has told Zoda this.

Black Shadow

Despite – or maybe because of – his star billing on 'Wanted' posters throughout the Galaxy, Black Shadow brazenly swaggers through the F-ZERO circuits, knowing that they lie beyond the reach of the law. You can almost guarantee that any race he enters will be beset by accidents.

Black Bull

The machine of Black Shadow, head of the Dark Million criminal organization... Its top speed and body strength are among the best in the galaxy, easily outstripping lesser craft. This does mean, though, that it is a heavyweight – and that shows in its poor acceleration. A lot of skill is required to tame this machine.

The PEGI age rating system:

Age rating categories:

3+ **7+** **12+** **16+** **18+** www.pegi.info

Note: There are some local variations!

Content descriptors:

@*! **BAD LANGUAGE**

DISCRIMINATION

DRUGS

FEAR

SEXUAL CONTENT

VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system visit:

http://www.pegi.info

Nintendo®